

PORTLAND

ATARI CLUB

\$1.50

OCTOBER/NOVEMBER 1987

Next General Meeting

Monday, November 2, 1987 at 6:30 p.m.
Northwest Service Center
1819 N.W. Everett St.

PAC BBS's 24 Hours - 7 Days a Week

Steve Billings
#1 - (503) 245-9405 - 300/1200 BPS
Melvin Waller
#2 - (503) 238-7130 - 300/1200 BPS

IN THIS ISSUE

Front Cover Graphics, John Legry	
President's Column, Dave Holliday.....	1
Board Notes, Board Members	2
B.A.S.I.C Evolution for the ST, David Roberts.....	3
Review: Alternate Reality (Dungeon), Mad Reviewer.....	5
Review: Leisure Suit Larry, David Roberts.....	6
Diskette Ratings, Ken Silverman.....	7
Hotline	inside back cover
Dealer's Corner	back cover



PORTLAND ATARI CLUB
(Not affiliated with ATARI, Inc.)

PAC Board of Directors

President:	David Holliday	642-4717
Vice President:	Verne Newsome	658-2375
Secretary/Treasurer:	Dan Gibson	665-6912
Membership Secretary:	Jim Miller	641-6356
8-Bit Program Director:	Bill Pike	646-4471
ST Program Director:	David Roberts	252-7188
8-Bit Librarian:	Jerry Anderson	655-3914
ST Librarian:	Glen Plam	653-1206
Special Interest Groups:	Lee Bole	284-2945
Special Projects:	Michael Whiteley	635-4717
Sergeant-At-Arms:	Randall Leong	246-6354
Newsletter Editor:	Teri Williams	667-3306
BBS Director:	Steve Billings	246-1751
Advisor:	Vern Vertrees	647-2855

PAC Newsletter Staff/Sig Members

Teri Williams, Editor

Chris Hudetz	-8-Bit Associate Editor
Lee Bole	-Assistant, Typist
Lee Gassaway	-Ad Coordinator

Tim Rader	-ST Associate Editor
Melvin Waller	-Assistant, Typist
Clyde List	-Cartoons

This newsletter is written and published by members of the Portland Atari Club (PAC), a group of people with a common interest -- the Atari Computer. All articles are written and donated by members or are reprints of public domain material from other groups. Opinions expressed are those of the authors and do not necessarily represent the opinions of PAC or those of any other organization. Material appearing in this newsletter may be reproduced for non-commercial use, providing credit is given to the author and PAC or other originating group. Commercial use must be coordinated through the editor. Material for publication may be submitted in the following either on disk as non-formatted 8-Bit or ST ASCII files, or on hard copy (printed, typewritten, or legibly handwritten). Media may be sent to the editor at the address below and will be returned to the submitter. Contact the editor for instructions on uploading submissions to the PAC BBS.

Commercial Advertising Rates: full page (7 x 9 1/2) - \$50, half page (7 x 4 1/2) - \$25, quarter page (3 1/4 x 4 1/2) - \$15. Ads must be prepaid and a 1/3 discount if given for 3 consecutive ads. The copy may vary in content, but the space must be the same in each issue. Send camera ready copy and check payable to PAC at the address below. Ad deadline is the 5th of the month prior to publication. Please contact Lee Gassaway (591-5252 or 642-2455) on all matters pertaining to advertizing.

Membership is \$25 per year and includes a subscription to this newsletter and access to members-only functions. Single copy price of the newsletter is \$1.50. General meetings are open to the public and start at 6:30 p.m. on the first Monday of each month (2nd Monday in case of Holiday) on the date and location listed on the cover of this newsletter.

Exchange newsletters, article, correspondence and ads should be sent to the following address:
Portland Atari Club Attention: (appropriate board member), P.O. Box 1692, Beaverton, OR 97005

Printing done by Hillsboro Quick Print, 435-B S.B. Washington St., Hillsboro, OR 97123, 640-3649

PRESIDENT'S COLUMN

By David Holliday

I hope everyone enjoyed his summer and is getting back into the swing of having the kids in school. I don't know about your house, but we have soccer 3 nights a week, soccer games on Saturday, Cub Scouts, Girl Scouts, adding a room to our house, board meetings, and the Monday Atari Club meetings. The lazy days of fall it's not. Even with everything going on I actually look forward to the club meetings. I get to stay at one place on a weeknight for more than 1 hour. Which brings me to offer this little note: If you are looking for a reason to get away from the kids and get out with the computer folks, have I got a deal for you. The end of the year is coming up which means it's time for board elections. What better excuse than to tell the wife (or husband, the board is very equal opportunity) that you have to go meet with the club officers and can't possibly serve on the school carnival clown committee and rummage sale planning committee this year.

I have not heard from anyone so far on plans to run for board positions. A few members of the board have mentioned tentative plans to run for re-election. However, not nearly enough to even fill half of the required positions. I'm not even going to mention who they are because I don't want to discourage anyone from running for any office they may have a desire for. It would be nice to have more than one person running for each office, something that hasn't happened in the last couple of years.

Being a board member, as I have mentioned many times, is not a difficult job. Mostly, it just takes a willingness to give a few hours each month to help run the club. In the past we have asked for nominations for each office. This year all we plan to do is have people acknowledge their intentions to run for a particular office. At the November meeting they will be asked to give a brief presentation to introduce themselves and give any reasons they feel would make them a good person for that job. The elections will be held at the December meeting with their first meeting as a board member being the one held in mid December. The only requirement is that you be a member in good standing (your dues are paid).

I have mentioned before many of the benefits the club offers to people willing to serve, but let me mention them here again quickly. You get one year's free membership for each year you serve on the board, you are allowed to make one copy for your own use of all discs in the club library, and best of all you get that wonderful feeling of doing a good deed. Okay, okay, so that last one isn't that great but I thought I should put down at least three things.

I hope many of you will consider running. If you need any answers to what the duties of a certain position are, please feel free to give me a call. I hope you will consider it because board members don't magically appear, they come from you, the members.

To move on to another topic. The board has decided to do something different for the November meeting. We will have a brief general club meeting at 7:00. As soon as that is over we are going to have a computer fair and swap meet. Now what we currently envision is everyone bringing those things they never wanted to take the time to sell in the backroom, and trading with other people in the club. We are going to talk to the dealers in the area and hopefully they will come and bring some specials. We also plan to set up some demo's and have both 8bit and ST machines available for you to try out new software or look at what other people have and see if it's what you want. With it being so close to Christmas, this seemed like kind of a fun thing to try. What it's going to take to work is lots of people coming, bringing their freinds and showing up with a lot of good stuff to sell or trade. I hope to have a couple of special things too but I don't want to promise anything until we have it confirmed.

Well that about wraps it up. Remember the November meeting for the swap meet and elections in December. I hope to see everyone at both meetings.

The Pres.

BOARD NOTES

ST Portion of Meeting
By Dave Roberts

At this months meeting we will look at some more software packages and hopefully one hardware/software combination. The most promising thing that we hope to show is PC-Ditto and the 5 1/4 inch drive for the ST. This is a software IBM emulator that is extremely well done, and gives the ST user one more step towards IBM compatability. Along with that a demonstration of Home Casino Poker will be shown. It is a program that converts your ST into a draw poker machine like those used in casinos. I will also be looking at a new arcade adaption of Gauntlet. It is very near release at the time I am writing this, so hopefully I will be able to come through with this. If not, than some other piece of software will be shown in it's place. As always, we will see if there is a new club disk to look at also.

In case anyone wondered (I doubt it), the surveys were not at the last meeting (I forgot them). Well, they will hopefully be at the next one and I can get some more feedback from all of you.

One last thing. At the last meeting I had hoped to have the Mega ST. This did not happen. Atari has yet to have shipped them even at this time. So I will not schedule it into any meeting, since I can't tell when it could come in, but when it is clearly available at one of the local computer stores you can expect to see it at the next meeting. Thanks. See you at the next meeting.

BOARD MEETING NOTES
Dan Gibson

The September Board Meeting was held at 7 p.m. on September 12, 1987 at Dave Holliday's home. Attending were Dan Gibson, Dave Holliday, Randall Leong, Michael Whiteley, Glen Plam, Lee Bole, Margaret Manning, Teri Williams, and Steve and Debbie Billings.

BUSINESS

The board spent time discussing the loss of members and club expenses. It was decided to skip another newsletter this summer due to lack of articles submitted by members. We will need to promote the PAC Club more.

The remainder of the meeting was spent eating hamburgers and other consumables.

NOVEMBER MEETING

The November general meeting will begin at 6:30 p.m. at the Northwest Service Center with the 8-Bit program. Bill Pike will demonstrate new 8-Bit programs. At 7:30 we will take a break and prepare for the business part of the meeting which will cover general Atari news. SIG group leaders will tell us about the clubs special interest group activities. Dave Holliday will update us on special deals for club members. Next, we will have a question and answer period. At 8:10 the ST program will begin. Dave Roberts will lead the demonstration of new ST software. At 9:10 the meeting will adjourn.

TREASURER'S REPORT

Beginning Bank Balance	\$644.26
Revenues:	
Memberships	\$205.00
Software Sales	80.00
Ads	50.00
Expenses:	
Newsletter	(310.00)
Phone Bill	(40.76)
Postmaster	(100.00)
ST Disks	(30.98)
Ending Bank Balance	\$497.52

Membership Notes
Jim Miller

I wish to welcome the following new members and families to the PAC.

WILLIAM CORNET
STEVEN TURNER

HARVEY HUNSUCKER
BRIAN HASTINGS

The club will lose close to 200 members in the next three months- If each of us could introduce 1 new member to the club or encourage a old member to rejoin. Members reading this column that are due for renewal-Consider getting involved in the club once again!

B.A.S.I.C Evolution for the Atari ST

By David Roberts

This is the first article of an ongoing series of articles on Basic languages for the ST. This will 'NOT' be a comparison article. This is going to be a column for the ST user who has already made that decision on a new basic for their ST. I personally own GFA Basic and have recently received DBasic. These two languages will be the primary emphasise of this column. It will be up to other ST Basic users to send in their programs and tips for other Basic languages. My wish would be for this column to become a question and answer forum for Basic programming problems. I don't care if it is ST Basic or whatever.

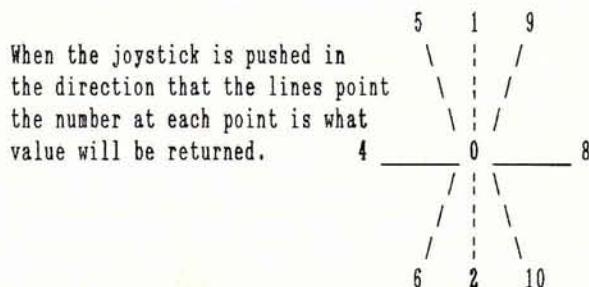
I intend to bring subjects up in this column, that I wish I could have read about when I was suffering through new languages. Most of the topics that will be covered will deal with two areas, graphics & machine management. What I mean by this is that I will not be re-hashing the dumb little bio-rhythms demo programs and stuff like that. I will be assuming that that kind of thing bores you as much as it does me. I will be showing ways of making your Basics do things that are not documented in your manuals or, at least, not explained very well. I will look at different ways of making interesting graphic effects, sprite manipulation, keyboard scanning routines, joystick programming, and many more. I hope you all can use this info, and if you can't than that's too bad since the newsletter needs articles and my article is better than nothing from you. Enough talk and let's get right into it all.

I want to make sure that I cover the basics of my routines for those who are not as well acquainted with Basic as I am. So all of these following routines will be well documented and explained.

Joystick reading routine (GFA Basic):

This routine will allow you to read the numbers outputted by your joystick when you push the stick in any of the directions and it will also register the fire button.

Here are the numbers for each direction:



The fire button returns the number 128

Here are the procedures for Gfa Basic:

Procedure Joy_init

```
Joy_base=Xbios(3)+32000
Dpoke Joy_base,&H23C8
Lpoke Joy_base+2,Joy_base+8
Dpoke Joy_base+6,&H4E75
Lpoke Xbios(34)+24,Joy_base
Return
```

Procedure Joy_stick

```
Lpoke Joy_base+8,0
Out 4,&H16
Repeat
Until Lpeek(Joy_base+8)<>0
Stick%=Peek(Lpeek(Joy_base+8)+1)
Return
```

In order to use these procedures you don't need to know how they work. Now I must give credit where credit is due. These are not my routines but they are in the public domain and are usable. These are the only ones yet, that I have found, that do a good job. The only problem is that they do disable your mouse so it makes it impossible to have both in the same game or program.

[Continue on next page]

How to use them:

Type them in exactly as you see them and immediately save the routines. Do not run them because you might have made a mistake and they will bomb if they are wrong, and you will have to start over. Now that you did that, all you need to do to call the routine is this:

```
Gosub Joy_init
Gosub Joy_stick
```

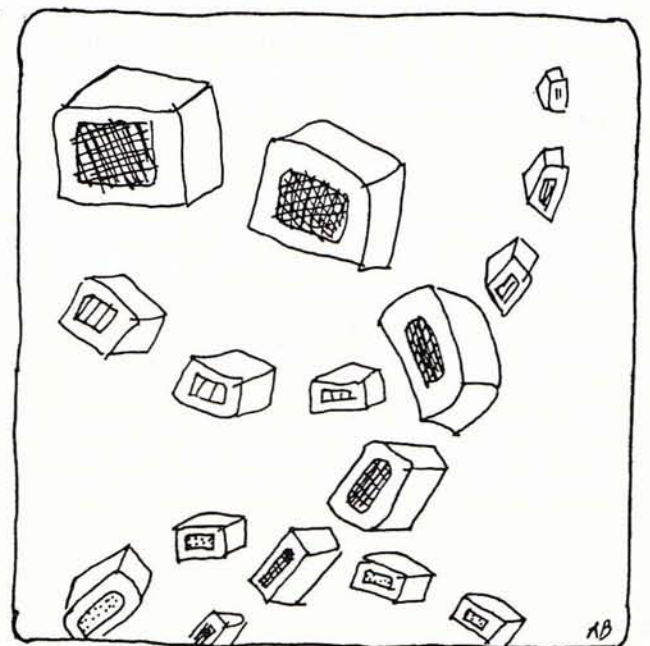
When you are done with that, the variable Stick will contain the value of the joystick position. You will need to call the Joy_stick procedure each time you read the joystick but you 'do not' need to call the Joy_init procedure again.

From here, I am sure some of you will be able to go right ahead and use these routines in your own programs, but I will include a complete sample program for those who aren't quite sure or got lost back there somewhere. Here it is:

```
Rem VARIABLES
Position1=140
Position2=100
Rem INITIALIZE JOYSTICK ROUTINE (CALLED JUST ONCE)
Gosub Joy_init
Beginning:
Rem CHECK JOYSTICK ROUTINE FOR INPUT FROM THE JOYSTICK
Gosub Joy_stick
Rem PRINT VALUE THAT JOYSTICK IS RETURNING AT TOP OF
SCREEN
Text 135,10," "
Text 135,10,Stick%
Deffill 1
Rem PLACE FILLED CIRCLE ON SCREEN FOR MOVING WITH
JOYSTICK
Pcircle Position1,Position2,5
Rem IF STICK IS BEING PUSHED UP THEN MOVE CIRCLE 3 SPACES
UP
If (Stick%=5) Or (Stick%=1) Or (Stick%=9) Then
  Position2=Position2+3
Endif
Rem IF STICK IS BEING PUSHED LEFT THEN MOVE CIRCLE 3
SPACES LEFT
If (Stick%=5) Or (Stick%=4) Or (Stick%=6) Then
  Position1=Position1-3
Endif
Rem IF STICK IS BEING PUSHED DOWN THEN MOVE CIRCLE 3
SPACES DOWN
If (Stick%=6) Or (Stick%=2) Or (Stick%=10) Then
  Position2=Position2+3
```

```
Endif
Rem IF STICK IS BEING PUSHED RIGHT THEN MOVE CIRCLE 3
SPACES RIGHT
If (Stick%=9) Or (Stick%=8) Or (Stick%=10) Then
  Position1=Position1+3
Endif
Rem CONTINUE WITH ROUTINE UNTIL THE CARRIAGE RETURN IS
PRESSED
A$=Inkey$
If A$="" Then
  Goto Beginning
Endif
Bdit
Rem
Rem
*****
Rem PLACE THE TWO JOYSTICK ROUTINES RIGHT AFTER THIS
LINE
Rem
*****
```

This program moves a circle around on the screen and prints out the joystick value at the top of the screen. I hope you can use it, and until next month, where I will hopefully have something on DBasic or another Basic, have fun evolving with your Basic. (Sounds dumb doesn't it. Well what the heck I said it anyway).



~twirling computers~

ALTERNATE REALITY [THE DUNGEON]

By THE MAD REVIEWER

Review program supplied by IB COMPUTERS

REVIEW ---> 8-BIT

(Sing to the tune of DOWN IN THE VALLEY)

Down in the Dungeon
The Dungeon so low
Hang your head ov-er
Let your mind BLOW

Fighters love moon-shine
Mages love ale
Let's take a jour-ney
beyond the pale

Dragons breathe fi-re
and they breathe frost
Gee, I hope that we-ee
don't get ourselves lost

Here, there is MAGIC
There, there is GOLD
I'm going to stay here
until I grow old

Well WE waited long enough for it! THEY finally published it. Here IT is! The One, the Only (please insert an appropriate aural FANFARE here) ALTERNATE REALITY (THE DUNGEON). The price is 4 silver pieces and 3 copper pieces, or for those who only have coin of the realm \$31.95 at IB computers. The authors of this game have really put the bells and whistles in this program. It checks to see if you have a 128k ram and if so uses it to store frequently used scenes. The program then checks for how many disk drives you have and will access up to 4 (yes count them) drives at one time. This is perfectly allowable as the four disk sides that hold the data for the game are not copy protected and the publisher even supplies a sector copier on the back of disk 2 to do this. Unfortunately, this copier will only access one drive and doesn't support hi-speed operation. I recommend the usage of a hi-speed copier if your drive will support same. I have heard that there is a problem transferring city characters to the dungeon. If there is a problem, your character will be hit, as he or she enters the dungeon, by one or two FBI men, with the LONG ARM of the LAW for enough damage to kill your character.

I would suggest that you just develop a dungeon character. This is much easier than in the city

especially if you take the (here is a game cheat if you don't wish to read this please skip a couple of lines and then read on) character disk and save your character making copies of the disk at appropriate moments during the game. If you don't wish to use this you may resurrect your character, with the loss of one point from one attribute, back at the entry point.

The graphics, and the animation of the scenes, are much better than THE CITY and there is a MUCH larger variety of actions available as well as magic spells and magic items galore. Most of the action takes place with a joystick and the trigger button, and there is plenty of it. The documentation provides most of the information needed to survive in the upper levels of the dungeon and the advice given, for the most part, is accurate. There is a boat man who will either take you to the land of the undead to hack and slash and (kill??), or sell you down the river. I still haven't figured out what to give him to take me across the river.

This is one of the top five games that I have seen for the 8-bit Atari and (in times past) would have cost \$50+ (5 disk sides) the graphics are excellent and the price won't quite bankrupt you. The action is almost as good as that of games on the 16-bit ST's. I rate this one 10 potions. Go-fer-it.

IMPORTANT DATES

BOARD MEETING	NOVEMBER 18
NEWSLETTER DEADLINE	DECEMBER 6

LEISURE SUIT LARRY AND THE LAND OF THE LOUNGE LIZARDS

By David Roberts

REVIEW ---> ST

This game, first of all, is called an adult adventure. It is more graphic than most adventures in both a visual and text sense. The program is not for children. It has sexually oriented, and at times explicit, parts to it. However, the game is not a porno flick, but rather an amusing adult comedy. It combines the usual graphics that have been seen in other Seirra On-line games, like the Kings Quest and Space Quest Series. It has a different theme to it, though. Your goal is to find that perfect girl and, putting it pleasantly, have a good time with her. Well, Larry is kind of a jerk in John Travolta clothing, so he has a hard time accomplishing this goal. It's up to you to make the right moves and help him along.

The game action is the same 3-D effect as the previous adventures from Seirra. You can move around, behind, in front of objects, and do all the normal adventure type stuff. You can pick things up, examine them, use them, and give them to other characters in the adventure. The graphics are nice for an IBM port, but they could always have been made better, but they are nice. I did notice that the game play is not as well constructed as other adventures like this one. The movement slows down a great deal when simple movement is taking place on screen. This was annoying but survivable.

I think a little more time could have been put into this at the programming end. The mouse control is also not very accurate, so keyboard control is recommended. The game has quite a few humorous moments which are really the major emphasis of this program. The humor abounds in all kinds of silly situations. You can type just about anything, and the game can keep up quite well. As I said, the game has some adult moments in it, such as hot tubbing scenes, and telephone surveys, but the program is protected in one unique way. You must give your age before the game starts, and if you are under 21 it will reset and if you are lying about your age you must still answer 5 questions to continue play. The questions correspond with how old you are. I tried to answer questions a 65 year old would know and got nowhere. This part of the game is also funny depending on what age you type in. Try 247 yrs old or 95. You get some quick and witty responses.

If you like graphic adventures and have played either the Kings Quest or Space Quest games, then you will surely enjoy this game. It doesn't quite rate equal with them, but it is a unique change of pace with fascinating humor. It's also cheaper in price, too.

\$\$\$
 \$\$\$

SWAP MEET

COME ONE, COME ALL, TRADE OR
SELL YOUR OLD SOFTWARE, OR BUY
THAT SOFTWARE YOU'VE BEEN
DYING TO TRY. THE PRICES ARE
RIGHT !! AT THE NOVEMBER 2ND
GENERAL MEETING.

[illegible]

DISKETTE RATINGS

By Ken Silverman

(Copyright, by the DISKETTE GAZETTE)

This is an article reprinted by permission of the Diskette Gazette Issue 5. A free subscription may be obtained by simply requesting one in writing. The Gazette is produced several times each year by:

The Diskette Gazette
International Datawares Inc
2278 Trade Zone Blvd
CA 95131

Our diskette ratings have become a popular feature with readers of the Gazette. The current ratings presented here are updates from those published in previous issues. They summarize conclusions made after working with millions of diskettes, largely in a disk duplication environment. We also talk with a wide range of end-users, other duplicators, disk suppliers and software publishers. We are unable to do extensive testing on every brand, so the ratings do not completely reflect all available products. Our results apply only to those we have tried in large quantities.

Our ratings fall into five categories:

Best, Excellent, Good, Poor, Bad.

We continue to rate Sony as the Best (but JVC is very close). JVC and Maxell are rated Excellent. BASF and Memorex have moved up recently. C. itoh disks are made by Fujitsu and fall in the Excellent category. We are working now on usage tests for some new KAO disks; no results yet, but look for a rating in the next issue. The Gazette will continue to update this table as more information is gathered.

Head ware is not a problem in a Coventional operating envirnment when using high-quality diskettes. The head wear comments below are significant only with very high volume usage. Indeed, wear on other components in the diskette drive is usually the limiting factor. Comments about using SS media for DS recording are not intended to endorse such usage — we continue to believe that it is currently not wise to operate in such a fashion.

SINGLE-SIDED

Sony single-sided

Rating: The Best!

Problem rate: Better than 1 in 5,000

Quantity tested: More than 200,000

Head wear: Least amount

Color: Sony dark blue and Apple Beige

Comment: Apple's primary SS source. SS often works reasonably well as DS. Almost zero media or package problems.

JVC single-side

Rating: Excellent

Problem rate: Better than 1 in 4,000

Quantity tested: Over 15,000

Head wear: Very good; almost as good as Sony

Color: Standard blue. Can be ordered in bulk with Apple beige.

Comment: C. itoh & Co. is the importer for this product and can provide a rainbow of color choices. Almost no media or packaging problems.

Maxell single side

Rating: Excellent

Problem rate: Better than 1 in 3,000

Quantity tested: Over 20,000

Head wear: Very good.

Color: Standard color is dark blue; Apple beige available in bulk.

Comment: No media or package problems. Apple sometimes uses Maxell as an alternate source to Sony.

BASF single-sided

Rating: Good

Problem rate: about 1, in 2000

Quantity tested: 30,000

Head wear: Very little.

Color: Beige similar to Apple beige.

Comment: No packaging problems lately, few media problems.

3M single-sided

Rating: Good

Problem rate: Better than 1 in 1,500

Quantity tested: Over 5,000

Head wear: Not enough tested for valid results

Color: Standard silver-grey; can be ordered in bulk.

Comment: 3M, one of the best-known 5.25 inch disk suppliers, has been low-key about their 3.5 inch products. Almost no media problems. Early results with double-sided seem to be good.

Memorex single-sided

Rating: ?

Problem rate: ?

We have not yet used enough to officially rate the product.

DOUBLE-SIDED

Sony double-sided Rating: The Best
 Problem rate: Better than 1 in 5,000
 Quantity tested: More than 100,000
 Head wear: Least amount.
 Color: Comes in Sony dark blue, Apple white and Apple platinum.
 Comment: Apple's primary DS/DD source, No significant media or package problems.

JVC double-sided Rating: Excellent
 Problem rate: Better than 1 in 4,000
 Quantity tested: Over 25,000
 Head wear: Very good. Almost as good as Sony.
 Color: Comes in blue a shade lighter than Sony.
 Comment: Few media or package problems.

Memorex double-sided Rating: Good
 Problem rate: 2 in 2,000
 Quantity tested: 2000
 Head wear: Not enough tested for valid results.
 Color: Blue, same as Sony blue.
 Comment: No important packaging problems. Memorex provided these disks for us to test. Their prior product problems appear to have been fixed. We have supplied them with our test results. The two disks with errors were put back through the testing procedure and showed no problems the second time through.

Fujitsu double-sided
 No Rating; not yet tested by us in large quantities.
 Comments from others have been good.

Maxell, 3M, BASF double-sided
 No Rating; not yet tested by us

TDK double-sided
 We understand that Apple uses TDK as an alternate source.

Tired of Paying High Online Charges and Sign-Up Fees?

COMPUTALK TCS™ The BBS for your Atari™

- Network of 6 Atari computers linked together.
- Compu-Gab, CB Simulation with both Public and Private areas.
- Compu-Trek, one of 5 Multi-User Online Adventures.
- Over 2,000 downloads for both the 8-bit and ST Computers.
- Accessible through PC Pursuit.
- Online Conferences, Message Bases, E-Mail, Atari News, and more!!

★ ONLY \$25.00 for 6 Months ★
No Sign-Up Fees / No Online Charges

Call today and sign-up online for a trial account.
 (817) 589-2588 (Direct Access)
 (214) 589-2588 (using PC Pursuit)

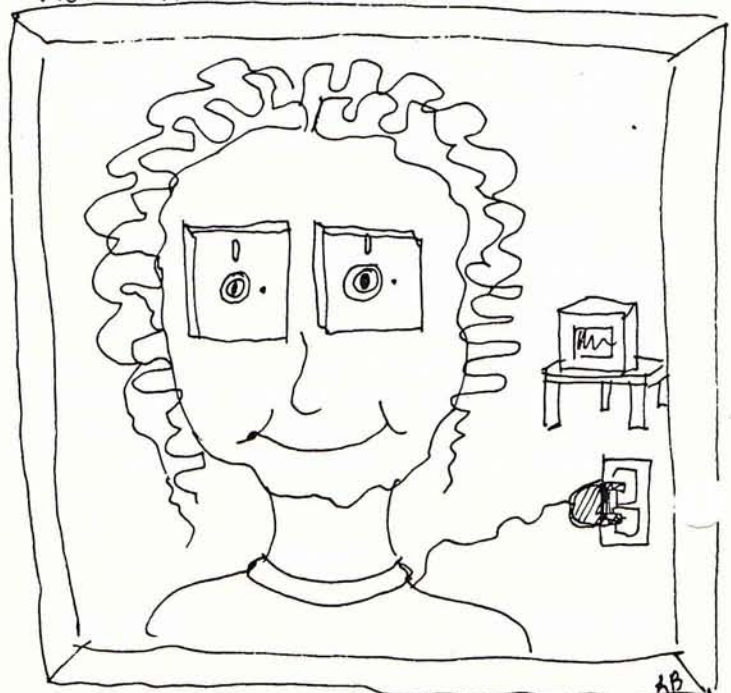
MasterCard

VISA

COMPUTALK TCS

P.O. BOX 18346 / Fort Worth, Texas 76118

"video-itus"



%%%%%%%%%%

=====

DEALERS CORNER

* Computerola (Printers only) 6224 SE Main (residence) Portland, OR 239-4315	Computers, Etc. 11504 E. Mill Plain Blvd. Vancouver, WA 98684 (206) 254-5849	Computers, Etc. 12145 NE Halsey Portland, OR 97230 252-0179	* Discount available ** Monthly specials
Creative Computers 3275 SW Cedar Hills Blvd. Beaverton, OR 97005 644-1160	High Tech Toys 2865 SW Cedar Hills Blvd. Beaverton, OR 97005 646-3950	** IB Computers 1519 SW Marlow Ave. Portland, OR 97225 297-8425	Software Pipeline 11211 SE 82nd Ave. Portland, OR 97266 659-8084
** IB Computers Too 1346 NE 100 Portland, OR 97220 254-9177	Phantasy Software & Elec. P.O. Box 13474 Portland, OR 97213 257-3195	Toys R Us Jantzen Beach: 289-4691 Tigard: 620-9779 Milwaukie: 659-5163	WW Telephone Systems Residence ST software only 282-6223

=====

AUTHORIZED SERVICE CENTERS

Micro Care 1447 NE Sandy Blvd. Portland, OR 97232 230-0770	NW Computer Support 10200 SW Nimbus, G1 Tigard, OR 97223 684-3280	Computron 1139 SE 11th Portland, OR 97205 224-2220	IB Computers 1519 SW Marlow Ave Portland, OR 97225 297-8425
---	--	---	--

=====

PORTLAND ATARI CLUB
P.O. BOX 1692
BEAVERTON, OR 97005

BULK RATE
U.S. POSTAGE PAID
BEAVERTON, OREGON
PERMIT NO. 242

SLCC.,
P.O. BOX 1506
SAN LEANDRO, CA 94577
EXCHANG